```
WAL::Scene
  + Entity
   _id
  - _entities
     newEntities
    views
     nextID
  + getID()
  + getEntities()
  + addEntity()
  + scheduleNewEntity()
   + view()
   + applyChanges()
  + Scene()
  + Scene()
    ~Scene()
  + operator=()
    componentAdded()
    _componentRemoved()
     entityRemoved()
                +_scene
         WAL::Entity
     uid
    _name
  - _disabled
- _shouldDelete
    _notifyScene
  - _components
- Scene

    nextID

  + getUid()
  + getName()
  + setName()
  + isDisable()
  + setDisable()
  + shouldDelete()
  + scheduleDeletion()
  + getComponent()
  + tryGetComponent()
  + getComponent()
  and 13 more..
   _componentAdded()
     _componentRemoved()
                #_entity
      WAL::Component
      + operator=()
          -Component()
      + clone()
      + onStart()
      + onStop()
      # Component()
      # Component()
              Δ
BBM::WhiteShaderComponent
  whiteValue
+ balance
+ clock
+ clone()
+ WhiteShaderComponent()
+ WhiteShaderComponent()
+ ~WhiteShaderComponent()
```

+ operator=()